```
Unit
+ killed
zapped
+ ucref
+ sound
+ name
+ filename
+ old_state
+ damages
+ SubUnits
+ mounts
and 53 more...
# csvRow
# networked
# serial
# net_accel
# attack_preference
# unit role
# nebula
# shieldtight
# fuel
# afterburnenergy
and 13 more...
+ Unit()
+ Kill()
+ Killed()
+ Ref()
+ UnRef()
+ Unit()
+ Unit()
+ Ūnit()
+ Unit()
+ Init()
and 304 more...
+ ProcessDeleteQueue()
+ beginElement()
+ endElement()
+ makeMasterPartList()
# Unit()
# operator=()
# ExplosionRadius()
# ActivateGuns()
# MaxShieldVal()
# RegenShields()
# DealDamageToShield()
# ShieldUp()
# SortCargo()
# massSerializer()
# cargoSerializer()
# mountSerializer()
# shieldSerializer()
# subunitSerializer()
        Building
  # parent
  # continuous
  # vehicle
  + isUnit()
  + UpdatePhysics2()
  + ownz()
  # Building()
  # Building()
  # Building(
  # Building()
 GameUnit< Building >
+ sparkle_accum
+ phalos
+ GameUnit()
+ GameUnit()
+ GameUnit()
  ~GameUnit()
+ nummesh()
GetImageInformation()
+ RequestClearance()
+ UpgradeInterface()
  Cloak()
+ Split()
and 23 more...
     GameBuilding
    UpdatePhysics2()
  # GameBuilding()
  # GameBuilding()
  # GameBuilding()
  # GameBuilding()
  # operator=()
```